cyclically displaying [the] a series of frames reflecting a state of the container as an animated sequence;

detecting an event reflecting a change in the state of the container;

determining based on the detected event whether an animated sequence does not reflect the state of the container; and

updating the cyclical display based on the determination [modifying the series of frames to reflect the detected changed state of the container].

2. The process of claim 1, wherein the cyclical display provides an intuitive representation of a degree of the [generating step further includes the step of:

generating the series of frames such that the series of frames when displayed in the animated sequence represents information about a] change in the state of [the objects of] the container.

3. The process of claim 1, wherein the cyclical display reflects [generating step further includes the step of:

generating the series of frames to represent] the numbers and types of the objects.

4. The process of claim 1, wherein the cyclical display embeds [generating step generating step further includes the step of embedding] audio information in the generated frames.

5. The process of claim 2, wherein the cyclical display uses [generating step further includes the step of using] one of color variations, tempo, motion, and change in size to [indicate the] represent the degree of the change in the state of [the objects of] the container.

6. The process of claim 3, wherein the cyclical display uses [generating step further includes the step of using] color variations, tempo, motion, and change in size to [indicate] reflect the number or type of the objects in the container.

7. A computer system comprising:

a memory including a software container and an animated indicator program, the animated indicator program including computer code for monitoring the software container to detect an event reflecting a change in a state of the container, for determining based on the detected event whether an animated sequence does not reflect the state of the container, and for generating a series of frames to reflect a state of [, each of the frames containing information relating to] the container based on the

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determination [, and for periodically modifying the generated series of frames to reflect a changed state of the container];

a display on which [the] a series of frames is cyclically displayed in an animated sequence [such that the animated sequence represents information about the state of the container]; and

a processor configured to execute programs in the memory.

8. The computer system of claim 7, wherein the cyclical display provides an intuitive representation of a degree of the [animated indicator program further includes computer code for generating the frames such that the series of frames when displayed in the animated sequence represent information about a] change in the state of [objects of] the container.

9. The computer system of claim 7, wherein the cyclical display reflects [animated indicator further includes computer code for generating the frames such that the series of frames when displayed in the animated sequence represent information about] the number and type of objects of the container.

10. The computer system [process] of claim 7, wherein the animated indicator program further includes computer code for embedding audio information in the generated frames.

11. The computer system [process] of claim 8, wherein the animated indicator program further includes computer code for using one of color variations, tempo, change in size, and motion to [indicate] represent the degree of the change in the state of [the objects of] the container.

12. The computer system [process] of claim 9, wherein the animated indicator program further includes computer code for using color variations, tempo, change in size, and motion to [indicate] reflect the number or type of the objects in the container.

13. A computer readable medium containing instructions executable on a computer, the instructions when executed on the computer performing the steps of:

[generating a series of frames, each of the frames containing information relating to the of a software container;]

cyclically displaying [the] a series of frames in an animated sequence such that the animated sequence [represents information about] reflects a state of [the] a software container;

detecting an event reflecting a change in the state of the container;

determining based on the detected event whether an animated sequence does not reflect the state of the container; and

updating the cyclical display based on the determining [modifying the series of frames to reflect the detected changed state of the container].

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14. The computer readable medium of claim 13, <u>wherein the</u> [further including] instructions for <u>the cyclical display cause the cyclical display to provide an intuitive representation of a degree of the</u> [generating the frames such that the series of frames when displayed in the animated sequence represent information about a] change in <u>the</u> state of [objects in] the container.

15. The computer readable medium of claim 13, <u>wherein the</u> [further including] instructions for <u>the cyclical display cause the cyclical display to reflect</u> [generating the frames such that the series of frames when displayed in the animated sequence represent information about] the number and type of objects of in the container.

16. The computer readable medium of claim 13, further including instructions for [generating] embedding audio information in the <u>cyclical display</u> [generated frames].

17. The computer readable medium of claim 14, further including instructions for using one of color variations, tempo, motion, and change in size to [indicate] <u>represent the degree of</u> the change in <u>the</u> state [of the objects] of the container.

18. The computer readable medium of claim 15, further including instructions for using one of color variations, tempo, motion, and change in size to [indicate] <u>reflect</u> the number or type of objects in the container.

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Please add the following new claims:

--19. A process for reflecting activity of a software container that is closed, comprising:

detecting activity of the closed container; and

updating an animated sequence so as to reflect activity of the closed container.

20. The process according to claim 19, further comprising:

displaying the animated sequence.

21. The process according to claim 20, further comprising:

opening the container and interrupting the display of the animated sequence when the container is opened.

22. A process for reflecting activity of a network-based software container associated with a first computer system, comprising:

detecting if a second computer system has acted upon the container; and

updating an animated sequence to be displayed on the first computer system so as to reflect the actions of the second computer system.

23. The process according to claim 22, wherein the first computer system and the second computer system are connected to the Internet.

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24. The process according to claim 22, further comprising displaying the animated sequence on the first computer system.

25. A computer readable medium containing instructions executable on a computer, the instructions when executed on the computer perform a process for reflecting activity of a software container that is closed, including:

detecting activity of the closed container; and

updating an animated sequence so as to reflect activity of the closed container.

26. A computer readable medium containing instructions executable on a computer, the instructions when executed on the computer perform a process for reflecting activity of a network-based software container associated with a first computer system, including:

detecting if a second computer system actions has acted upon the container; and

updating an animated sequence to be displayed on the first computer system so as to reflect the actions of the second computer system.

27. A computer system, comprising:

a memory containing code for performing a process for reflecting activity of a software container that is closed, including code for detecting activity of the closed

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container and code for updating an animated sequence so as to reflect activity of the closed container;

a display to display the animated sequence; and

a processor configured to execute programs in the memory.

28. A computer network, comprising:

a memory in a first computer containing code for performing a process for reflecting activity of a network-based software container associated with the first computer system, including code for detecting if a second computer system has acted upon the container, and code for updating an animated sequence to be displayed on the first computer system so as to reflect the actions of the second computer system;

a display to display the animated sequence; and

a processor configured to execute programs in the memory.

29. The process of claim 1, wherein the frames include characteristics that are symbolic of objects of the container.

30. The computer system of claim 7, wherein the frames include characteristics that are symbolic of objects of the container.

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